3271.002US1

METHODS OF POPULATING DATA STRUCTURES FOR USE IN
EVOLUTIONARY SIMULATIONS

ABSTRACT OF THE DISCLOSURE

      In particular, this invention provides novel methods of populating data

5   structures for use in evolutionary modeling. In particular, this invention provides methods of

populating a data structure with a plurality of character strings. The methods involve

encoding two or more a biological molecules into character strings to provide a collection of

two or more different initial character strings; selecting at least two substrings from the pool

of character strings; concatenating the substrings to form one or more product strings about

10   the same length as one or more of the initial character strings; adding the product strings to a

collection of strings; and optionally repeating this process using one or more of the product

strings as an initial string in the collection of initial character strings.

15

20

-55-